

Contact

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Top Skills

Research
Teaching
Virtual & Mixed Reality
3D Graphics
Game Design
Mobile Applications Development

Languages

English

Vlasis Kasapakis

Assistant Professor at University of the Aegean
Greece

Summary

Assistant Professor (3D Graphics and Mixed Reality),
University of the Aegean, Department of Cultural Technology
and Communication.

Experience

University of the Aegean

6 years 11 months

Assistant Professor

April 2019 - Present (1 year 4 months)

Department of Cultural Technology and Communication, Mytilene,
Greece Assistant Professor (3D Graphics & Mixed Reality)

Senior Researcher

April 2020 - Present (4 months)

Mytilini, Northern Aegean, Greece

Role: Design and development of interactive virtual, mixed and
augmented reality systems and applications.

Senior Researcher

August 2018 - October 2019 (1 year 3 months)

Mytilini, Northern Aegean, Greece

Project: Social Interaction in Virtual Reality Environments

This research was co-financed by Greece and the European Union (European
Social Fund- ESF) through the Operational Programme "Human Resources
Development, Education and Lifelong Learning 2014-2020" in the context of the
project "Social Interaction in Virtual Reality Environments" (MIS 5004223).

Role: Senior Researcher - Development of a Mixed Reality platform
supporting remove real-time user interaction.

Motion Capture and Video editing assistant for Bachelors and MSc Theses

February 2014 - April 2019 (5 years 3 months)

Cultural Technology and Communication, Lesvos, Greece

Teaching Assistant

January 2016 - December 2018 (3 years)

Mytilini, Northern Aegean, Greece

Teaching assistant for 3D Graphics I, 3D Graphics II and Mobile Technologies courses of the MSC Cultural Informatics and Communication of the Department of Cultural Technology and Communication.

University of the Aegean - Life Long Distance Learning Program (e-epimorfosi)

September 2013 - February 2014 (6 months)

Mytilene Greece

Android Development Instructor.

Investment - Intereg (<https://www.interreginvestment.eu/>)

Senior Researcher

October 2019 - November 2019 (2 months)

Patras, Western Greece, Greece

The INVESTMENT project aims at delivering an e-platform supporting an ecosystem of innovative services, addressing the requirements of citizens, tourists and public transportation service providers through consolidating data across all the involved means of transport and offering a unified view of the - otherwise- fragmented transportation network between the region of Western Greece and Puglia (Bari, Taranto, Ostuni).

Role: Android Applications Developer.

MoveSmart - FP7 ([https://www.linkedin.com/groups/](https://www.linkedin.com/groups/MOVESMART-5146587?trk=myg_ugrp_ovr)

MOVESMART-5146587?trk=myg_ugrp_ovr)

Researcher

January 2015 - April 2019 (4 years 4 months)

Patras, Western Greece, Greece

Role: Context Aware Android Mobile Application Developer

Holistic Personal public Eco-mobility - ICT Policy Support Programme

Researcher

January 2016 - June 2018 (2 years 6 months)

Patras, Western Greece, Greece

Smart, sustainable mobility. Piloting cooperative systems for sustainable mobility of goods.

Role: Researcher. User evaluation and pilot operations manager.

eCompass - FP7-288094 - (<http://www.ecompass-project.eu/>)

Researcher

January 2013 - September 2014 (1 year 9 months)

Patras, Western Greece, Greece

eCompass Tourist Trip Planner Android and Web clients design and development.

AKTO arts & Design

Seminar Coordinator Designing and developing video games with the use of experimental technologies

November 2012 - November 2012 (1 month)

Athens, Greece

AKTO arts and design

Seminar Coordinator "Augmented Reality, QR-Codes, Pervasive Games"

November 2012 - November 2012 (1 month)

Athens, Greece

AKTO arts & design

1 month

Seminar Coordinator "Video games design current trends and guidelines"

November 2011 - November 2011 (1 month)

Seminar Coordinator "Experimental Games"

November 2011 - November 2011 (1 month)

Athens, Greece

AKTO art & design

Seminar Coordinator "Video games design current trends and guidelines"

May 2011 - May 2011 (1 month)

Athens School of Fine Arts

Teaching staff Advanced issues of virtual reality
February 2011 - March 2011 (2 months)
Athens, Greece

Athens School of Fine Arts
Teaching staff Advanced issues of virtual reality
February 2010 - June 2010 (5 months)
Athens, Greece

Education

University of the Aegean
Postdoctoral Research, Interaction in Mixed Reality Worlds · (2016 - 2019)

University of the Aegean
Doctor of Philosophy (Ph.D.), Pervasive Games · (2011 - 2016)

University of the Aegean
Master of Science (MSc), Cultural Informatics and
Communication · (2007 - 2009)

University of the Aegean
Bachelor's degree, Cultural Technology and Communication · (2003 - 2007)

Publications

Thesis

1. **V. Kasapakis**, "Pervasive Role Playing Games: Design, Development and Evaluation of a Research Prototype", PHD Thesis Department of Cultural Technology and Communication, 2016.
2. **V. Kasapakis**, "Reenacting a Historical Event Using 3D Graphics: The Vikings in England and the Lindisfarne Monastery", Master's Thesis, Department of Cultural Technology and Communication, 2009.

Editorials

1. Gavalas, D., Sylaiou, S., **V. Kasapakis**, & Dzardanova, E. (2020). Special issue on virtual and mixed reality in culture and heritage. *Personal and Ubiquitous Computing*, 1-2.
2. D. Gavalas, **V. Kasapakis** and B. Guo, "Mobile and Pervasive Games", Editorial (special issue), *Personal and Ubiquitous Computing (indexed in Thomson's ISI Web of Knowledge)*, Springer Science, 19(3), 493-494, July 2015.

Journals

1. Vassilakis, Costas, Konstantinos Kotis, Dimitris Spiliotopoulos, Dionisis Margaris, **V. Kasapakis**, Christos-Nikolaos Anagnostopoulos, Georgios Santipantakis et al. "A Semantic Mixed Reality Framework for Shared Cultural Experiences Ecosystems." *Big Data and Cognitive Computing* 4, no. 2 (2020): 6.

2. Sylaiou, S., **V. Kasapakis**, Gavalas, D., & Dzardanova, E. (2020). Avatars as storytellers: affective narratives in virtual museums. *Personal and Ubiquitous Computing*, 1-13.
3. Chatzidimitris, T., Gavalas, D., **V. Kasapakis**, Konstantopoulos, C., Kyriadis, D., Pantziou, G., & Zaroliagis, C. (2020). A location history-aware recommender system for smart retail environments. *Personal and Ubiquitous Computing*, 1-12.
4. Papadopoulou, E. E., **V. Kasapakis**, Vasilakos, C., Papakonstantinou, A., Zouros, N., Chroni, A., & Soulakellis, N. (2020). Geovisualization of the Excavation Process in the Lesvos Petrified Forest, Greece Using Augmented Reality. *ISPRS International Journal of Geo-Information*, 9(6), 374.
5. E. Dzardanova, **V. Kasapakis** and D. Gavalas, "On the Effect of Social Context in Virtual Reality", *IEEE Consumer Electronics Magazine (indexed in Thomson's ISI Web of Knowledge)*, Special Issue in "Advanced Interaction and Virtual/Augmented Reality", *in press*.
6. **V. Kasapakis** and D. Gavalas, "User-Generated Content in Pervasive Games", *ACM Computers in Entertainment*, 16(1), 3:1-3:23, 2018.
7. **V. Kasapakis** and D. Gavalas, "Occlusion Handling in Outdoors Augmented Reality Games", *Multimedia Tools and Applications (indexed in Thomson's ISI Web of Knowledge)*, Springer Science, 76(7), pp 9829-9854, April 2017.
8. D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, G. Pantziou and N. Vathis, "Scenic Route Planning for Tourists", *Personal and Ubiquitous Computing (indexed in Thomson's ISI Web of Knowledge)*, Springer Science, 21(1), pp. 137-155, February 2017.
9. **V. Kasapakis** and D. Gavalas, "Revisiting Design Guidelines for Pervasive Games", *International Journal of Pervasive Computing and Communications*, Emerald, 13(4), pp. 386-407, 2017.
10. **V. Kasapakis**, D. Gavalas and P. Galatis, "Augmented Reality in Cultural Heritage: Field of View Awareness in an Archaeological Site Mobile Guide", *Journal of Ambient Intelligence and Smart Environments (indexed in Thomson's ISI Web of Knowledge)*, thematic issue on "Reflections and Advances in Ambient Intelligence", IOS Press, 8(5), pp. 501-514, October 2016.
11. D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, G. Pantziou, N. Vathis and C. Zaroliagis, "The eCOMPASS Multimodal Tourist Tour Planner", *Expert Systems with Applications (indexed in Thomson's ISI Web of Knowledge)*, Elsevier Science, 42(21), pp. 7303-7316, November 2015.
12. **V. Kasapakis** and D. Gavalas, "Pervasive Gaming: Status, Trends and Design Principles", *Journal of Network and Computer Applications*, Elsevier Science (**indexed in Thomson's ISI Web of Knowledge**), Vol. 55, pp. 213-236, September 2015.
13. **V. Kasapakis**, D. Gavalas and N. Bubaris, "Pervasive Games Field Trials: Recruitment of Eligible Participants through Preliminary Game Phases", *Personal and Ubiquitous Computing (indexed in Thomson's ISI Web of Knowledge)*, Special Issue on "Mobile and Pervasive Games", Springer Science, 19(3), 523-536, July 2015.

Book Chapters

1. Gavalas, D., Giannakopoulou, K., **V. Kasapakis**, Kehagias, D., Konstantopoulos, C., Kontogiannis, S., ... & Zaroliagis, C. (2020). Renewable Mobility in Smart Cities: TheMOVESMART Approach. In *Smart Technologies for Smart Cities* (pp. 135-157). Springer, Cham.
2. **V. Kasapakis** and D. Gavalas, "Design Aspects and Context-Awareness in Pervasive Games", in "*Creating Personal, Social, and Urban Awareness through Pervasive Computing*", B. Guo, D. Riboni and P. Hu (Eds.), DOI: 10.4018/978-1-4666-4695-7, ISBN10: 1466646950, Chapter 6, pp. 131-156, IGI Global, October 2013.

Encyclopedias

1. E. Dzardanova, **V. Kasapakis** and D. Gavalas, "Social Virtual Reality", *accepted* from the *Encyclopedia of Computer Graphics and Games*, Springer Science, 2018.
2. **V. Kasapakis**, E. Dzardanova and D. Gavalas, "Mixed Reality", *accepted* from the *Encyclopedia of Computer Graphics and Games*, Springer Science, 2018.
3. **V. Kasapakis**, D. Gavalas and E. Dzardanova, "3D Modelling through Photogrammetry in Cultural Heritage", *submitted* to the *Encyclopedia of Computer Graphics and Games*, Springer Science.

Conferences

1. Nika, Chrysanthi, Ioannis Varelas, Nikos Bubaris, and Vlasios Kasapakis. "Interactive Spatial Storytelling for Location-Based Games."
2. Lorena Bourg, Thomas Chatzidimitris, Ioannis Chatzigiannakis, Damianos Gavalas, **Vlasios Kasapakis**, Charalampos Konstantopoulos, Damianos Kypriadis, Grammati Pantziou and Christos Zaroliagis "Enhanced Buying Experiences in Smart Cities: The SMARTBUY approach", *accepted* from the *2019 European Conference on Ambient Intelligence (AMI 2019)*.
3. T. Chatzidimitris, D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, D. Kypriadis, G. Pantziou and C. Zaroliagis "A Location History-Aware Retail Product Recommender System", *accepted* from the *15th International Conference on Wireless and Mobile Computing, Networking and Communications (WiMob 2019)*.
4. S. Sylaiou, **V. Kasapakis**, E. Dzardanova and D. Gavalas, "Assessment of Virtual Guides' Credibility in Virtual Museum Environments", *Proceedings of the 6th International Conference on Augmented Reality, Virtual Reality and Computer Graphics (SALENTO AVR 2019)*.
5. E. Dzardanova, **V. Kasapakis**, D. Gavalas and S. Sylaiou, "Exploring aspects of obedience in VR-mediated communication", *Proceedings of the 11th International Conference on Quality of Multimedia Experience (QoMEX 2019)*.
6. S. Sylaiou, **V. Kasapakis**, E. Dzardanova, and D. Gavalas, "Leveraging Mixed Reality Technologies to Enhance Museum Visitor Experiences", *Proceedings of the 9th International Conference on Intelligent Systems (IS' 2018)*.
7. **V. Kasapakis**, E. Dzardanova, D. Gavalas and S. Sylaiou, "Remote Synchronous Interaction in Mixed Reality Gaming Worlds", *Proceedings of the the 10th International Workshop on Immersive Mixed and Virtual Environment Systems (MMVE'2018)*, co-located with *ACM Multimedia Systems Conference (MMSys'2018)*.
8. **V. Kasapakis**, D. Gavalas and E. Dzardanova, "Robust Outdoors Marker-Based Augmented Reality Applications: Mitigating the Effect of Lighting Sensitivity", *Proceedings of the the 5th International Workshop on Augmented Reality, Virtual Reality and Computer Graphics (SALENTO AVR'2018)*.
9. **V. Kasapakis**, E. Dzardanova and C. Paschalidis, "Conceptual and Technical Aspects of Full-Body Motion Support in Virtual and Mixed Reality", *Proceedings of the the 5th International Workshop on Augmented Reality, Virtual Reality and Computer Graphics (SALENTO AVR'2018)*.
10. D. Gavalas, K. Giannakopoulou, **V. Kasapakis**, D. Kehagias, C. Konstantopoulos, S. Kontogiannis, D. Kypriadis, G. Pantziou, A. Paraskevopoulos, C. Zaroliagis, "Renewable Mobility in Smart Cities: Cloud-Based Services", *Proceedings of the 8th International Workshop on Management of Cloud and Smart City Systems (MoCS'2018)*, held in conjunction with the *23rd IEEE International Symposium on Computer and Communications (ISCC'2018)*.
11. **V. Kasapakis**, D. Gavalas and E. Dzardanova, "Creating Room-Scale Interactive Mixed-Reality Worlds Using Off-the-Shelf Technologies", *Proceedings of the 14th International*

- Conference on Advances in Computer Entertainment Technology (ACE'2017)*, LNCS Vol. 10714, Springer-Verlag, A.D. Cheok, M. Inami, T. Romão (Eds.), pp. 1-13, London, UK, 14-16 December 2017.
12. J. Dibbelt, D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, S. Kontogiannis, G. Pantziou, D. Wagner, C. Zaroliagis, "Multimodal Route and Tour Planning in Urban Environments", Proceedings of the 2017 *International Workshop on Smart Cities and IoT Services (SmartIoT'2017)*, held in conjunction with the 22nd *IEEE International Symposium on Computer and Communications (ISCC'2017)*, pp. 214-219, Heraklion, Crete, Greece, 3-6 July 2017 (acceptance ratio ~50%).
 13. E. Dzardanova, **V. Kasapakis** and D. Gavalas, "Affective Impact of Social Presence in Immersive 3D Virtual Worlds", Proceedings of the 6th *International Workshop on Digital Entertainment, Networked Virtual Environments and Creative Technology (DENVECT'2017)*, co-located with the 22nd *IEEE International Symposium on Computer and Communications (ISCC'2017)*, pp. 6-11, Heraklion, Crete, Greece, 3-6 July 2017 (acceptance ratio ~45%).
 14. Ioannidi, D. Gavalas and **V. Kasapakis**, "Flaneur: Augmented Exploration of the Architectural Urbanscape", Proceedings of the 22nd *IEEE International Symposium on Computer and Communications (ISCC'2017)*, pp. 529-533, Heraklion, Crete, Greece, 3-6 July 2017 (acceptance ratio ~47%).
 15. P. Galatis, D. Gavalas, **V. Kasapakis**, G. Pantziou and C. Zaroliagis, "Mobile Augmented Reality Guides in Cultural Heritage", Proceedings of the 8th *EAI International Conference on Mobile Computing, Applications and Services (MobiCASE'2016)*, pp. 11-19, EAI, Cambridge, UK, 30 November – 1 December 2016, (acceptance ratio ~38%).
 16. D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, K. Mastakas, G. Pantziou, N. Vathis and C. Zaroliagis, "Scenic Athens: A personalized scenic route planner for tourists", Proceedings of the 21st *IEEE Symposium on Computers and Communications (ISCC'2016)*, pp. 1151-1156, Messina, Italy, 27-30 June 2016.
 17. **V. Kasapakis** and D. Gavalas, "Investigating User Generated Content in Pervasive Games", Proceedings the 5th *International Workshop on Digital Entertainment, Networked Virtual Environments, and Creative Technology (DENVECT'16)*, co-located with the 21st *IEEE Symposium on Computers and Communications (ISCC'2016)*, pp. 79-84, Messina, Italy, 27-30 June 2016.
 18. **V. Kasapakis**, D. Gavalas and P. Galatis, "An Efficient Geometric Approach for Occlusion Handling in Outdoors Augmented Reality Applications", Proceedings of the 3rd *International Conference on Augmented Reality, Virtual Reality and Computer Graphics (SALENTO AVR 2016)*, LNCS Vol. 9768 (Part I), Springer-Verlag, L.T. De Paolis and A. Mongelli (Eds.), pp. 418-434, Otranto, Italy, 15-18 June 2016.
 19. **V. Kasapakis** and D. Gavalas, "Geolocative Raycasting for Real-Time Buildings Detection in Pervasive Games", Proceedings of the 14th *International Workshop on Network and Systems Support for Games (NetGames'2015)*, Zagreb, Croatia, 3-4 December 2015.
 20. **V. Kasapakis** and D. Gavalas, "Determining Field of View in Outdoors Augmented Reality Applications", Proceedings of the 12th *European Conference on Ambient Intelligence (Aml'2015)*, LNCS Vol. 9425, Springer-Verlag, B. De Ruyter, A. Kameas, P. Chatzimisios, I. Mavrommati (Eds.), pp. 344-348, Athens, Greece, 11-13 November 2015 (acceptance ratio ~54%). Selected among the best conference papers; invited for submission of an extended version to a Thematic Issue of the *Journal of Ambient Intelligence and Smart Environments* [Error! Reference source not found.].
 21. D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, G. Pantziou, N. Vathis and C. Zaroliagis, "A Personalized Multimodal Tourist Tour Planner", Proceedings of the 13th *International Conference on Mobile and Ubiquitous Multimedia (MUM'2014)*, pp. 73-80, Melbourne, Australia, 25-28 November 2014 (acceptance ratio ~41%).

22. **V. Kasapakis** and D. Gavalas, "Blending History and Fiction in a Pervasive Game Prototype", Proceedings of the *13th International Conference on Mobile and Ubiquitous Multimedia (MUM'2014)*, pp. 116-122, Melbourne, Australia, 25-28 November 2014 (acceptance ratio ~41%).
23. T. Chatzidimitris, D. Gavalas and **V. Kasapakis**, "PacMap: Transferring PacMan to the Physical Realm", Proceedings of the *International Conference on Pervasive Games (PERGAMES'2014)*, LNICST Vol. 150, R. Giaffreda et al. (Eds.), Springer-Verlag, pp. 139-144, Rome, Italy, 27 October 2014 – **Featured in the January 2015 issue of [MIT Technology Review](#)**.
24. **V. Kasapakis**, D. Gavalas and T. Chatzidimitris, "Evaluation of Pervasive Games: Recruitment of Qualified Participants through Preparatory Game Phases", Proceedings of the *International Conference on Pervasive Games (PERGAMES'2014)*, LNICST Vol. 150, R. Giaffreda et al. (Eds.), Springer-Verlag, pp. 118-124, Rome, Italy, 27 October 2014.
25. **V. Kasapakis**, D. Gavalas and N. Bubaris, "Pervasive Games Research: A Design Aspects-Based State of the Art Report", Proceedings of the *17th Panhellenic Conference on Informatics (PCI'2013)*, pp. 152-157, Thessaloniki, Greece, 19-21 September 2013 (acceptance ratio ~64%).
26. D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, K. Mastakas and G. Pantziou, "A Survey on Mobile Tourism Recommender Systems", Proceedings of the *3rd International Conference on Communications and Information Technology (ICCIT'2013)*, pp. 131-135, Beirut, Lebanon, 19-21 June 2013 (acceptance ratio ~40%).
27. **V. Kasapakis**, D. Gavalas and N. Bubaris, "Addressing Openness and Portability in Outdoor Pervasive Role-Playing Games", Proceedings of the *3rd International Conference on Communications and Information Technology (ICCIT'2013)*, pp. 93-97, Beirut, Lebanon, 19-21 June 2013 (acceptance ratio ~40%).

Conferences (Abstracts)

1. D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, G. Pantziou, N. Vathis and C. Zaroliagis, "Multimodal Tourist Tour Planning", Special Session "Sustainable Multimodal Urban Mobility", *28th European Conference on Operational Research (EURO 2016)*, Poznan, Poland, 3-6 July 2016.